MISSILE COMMAND™

The ultimate battle action experience. A new adventure in explosive excitement and full color sight and sound.

Features

- Dramatic 3-dimensional video battle scenes
- 1 or 2 players
- Realistic 19" full color display system
- Dramatic sound effects
- Rugged Trak Ball™ target control
- Bonus scoring
- 8 operator-adjustable extra-ship play levels
- 4 operator-adjustable game times
- High Score Table display
- English, French, German or Spanish message presentations
- Operator-adjustable coinage options
- Now available in Upright, new space-saving Cocktail and Cabaret™ models.

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Missile Command is a war... a series of computer-controlled attack waves of ICBM missiles. Players must defend their cities and missile bases as long as possible by guiding their missiles to intercept and destroy the invading ICBM missiles. The game is completed when all the player's cities have been totally annihilated.

Players start the game armed with *ten* defensive missiles in each of three missile sites... Alpha Base, Delta Base, and Omega Base, and either four, five, six or seven (adjustable) cities.

Each wave begins with ten defensive missiles in each base, the cities left from the previous wave, plus any bonus cities awarded at the end of the previous wave.

The player moves a target indicator (+) with the multi-directional Trak Ball™. When a Fire button is activated, an (X) is left on the monitor at the location of the +, and a defensive missile is launched. The missile explodes when it reaches the (X) marker.

An invading ICBM is destroyed when it is intercepted by the defensive missile's detonation.

Difficulty, challenge, and excitement increases with each successive wave. Wave One has MIRV's (branching attack missiles), Wave Two offers Killer Satellites and Bombers, Wave Six "Smart" missiles. The objective is to keep the home-cities safe from destruction as long as possible for longest potential game play. The better the skill, the bigger the reward.

Unique High Score Table adds incentive and replay challenge. If a player has one of the eight highest scores he may enter his three initials at the end of the game. The high scores and initials are displayed in the attract mode.

Operotor Options

1. Extended Play
"Bonus Cities" awarded at 8,000, 10,000, 12,000, 14,000, 15,000, 18,000, or 20,000 points, or no bonus city.

2. Game Time
Game begins with 4, 5, 6 or 7 cities.

3. Languages
English, French, German or Spanish video message presentations.

Specifications

Upright.
Height: 64.75", 162 cm, Width 25.25" 62 cm, Depth: 32.75" 81 cm. Weight 270 lbs, 122.5 kg. Monitor: 19" color raster.

Cocktail
Height: Adjustable from 21½" to 27 7/8". Width 32", 80.5 cm. Depth 24" 60 cm. Weight 170 lbs, 77 kg. Monitor: 14" color raster. Table Top: 3/16" tempered glass. Control Panel and top are hinged for service accessibility.

Cabaret™:
Height: 55", 140 cm. Width 20.5", 51 cm. Depth: 24", 60.5 cm, Weight: 190 lbs. 86 kg. Monitor: 14" color raster.

Distributed By

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